

Dark Creeper

Small, Humanoid, Neutral Evil

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ARMOR CLASS

14

HIT POINTS

27 (6d6 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +7, Perception +3

Senses Darkvision 90 ft.; Passive Perception 13

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Languages Common, Undercommon

STR

8
-1

DEX

16
+3

CON

12
+1

INT

11
+0

WIS

12
+1

CHA

10
+0

Traits

Lightless Skulker. The dark creeper has Advantage on Dexterity (Stealth) checks made in dim light or darkness.

Gutterwise. The dark creeper can move through the space of a Medium or larger creature, treating that space as Difficult Terrain.

Actions

Hook Knife. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Slashing damage.

Black Powder Flash (Recharge 5-6). Constitution Saving Throw: creatures within 10 feet. Failure: The target is Blinded until the end of its next turn. Success: The target is not Blinded.

Bonus Actions

Slip Away. The dark creeper takes the Disengage or Hide action.

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